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1 [Shape-based retrieval and analysis of 3D models](#)

Thomas Funkhouser, Michael Kazhdan

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM [Request Permissions](#)

Full text available: Pdf (12.56 MB)

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 389, Downloads (12 Months): 952, Citations

Large repositories of 3D data are rapidly becoming available in several fields: CAD, molecular biology, and computer graphics. As the number of 3D models increases, the need for computer algorithms to help people find ...

2 [Group motion graphs](#)

Yu-Chi Lai, Stephen Chenney, ShaoHua Fan

July 2005 **SCA '05**: Proceedings of the 2005 ACM SIGGRAPH/Eurographic animation

Publisher: ACM

Full text available: Pdf (380.32 KB)

Additional Information: [full citation](#), [abstract](#), [request permissions](#)

Bibliometrics: Downloads (6 Weeks): 11, Downloads (12 Months): 81, Citations

We introduce Group Motion Graphs, a data-driven animation technique for modeling groups of objects such as flocks, herds, or small crowds. Group Motion Graphs are conceptually simple and are constructed from motion-capture data, but have some ...

3 [Texture mapping 3D models of real-world scenes](#)

Frederick M. Weinhaus, Venkat Devarajan

December 1997 **Computing Surveys (CSUR)**, Volume 29 Issue 4

Publisher: ACM [Request Permissions](#)

Full text available: Pdf (1.98 MB)

Additional Information: [full citation](#), [abstract](#), [request permissions](#)

Bibliometrics: Downloads (6 Weeks): 45, Downloads (12 Months): 358, Citations

Texture mapping has become a popular tool in the computer graphics industry because it is an easy way to achieve a high degree of realism in computer graphics with very little effort. Over the last decade, texture-mapping ...

Keywords: anti-aliasing, height field, homogeneous coordinates, image warping, multiresolution data, perspective projection, polygons, texture mapping

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generation, rectification, registration, texture mapping, visual simulator

4 [Computational modeling and simulation of heart ventricular mechanics](#)

 Zhenhua Hu, Dimitris Metaxas, Leon Axel
June 2005 **SPM '05: Proceedings of the 2005 ACM symposium on Solid and Soft Mechanics**
Publisher: ACM


Full text available:  [Pdf](#) (330.76 KB) Additional Information: [full citation](#), [abstract](#), [index term](#)

Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 62, Citation



Heart ventricular mechanics has been investigated intensively in the last few years. In this paper, we investigate the material properties, the ventricular geometry and muscular architecture activation are among the most important determinants of cardiac ...

Keywords: EM algorithm, finite element method, myocardium, stiffness

5 [Globally smooth parameterizations with low distortion](#)

 Andrei Khodakovsky, Nathan Litke, Peter Schröder
July 2003 **SIGGRAPH '03: SIGGRAPH 2003 Papers**

Publisher: ACM  [Request Permissions](#)

Full text available:  [Mov](#) (21:29 MIN),  [Pdf](#) (7.26 MB) Additional Information: [full citation](#), [abstract](#), [index term](#)

Bibliometrics: Downloads (6 Weeks): 19, Downloads (12 Months): 94, Citation


Good parameterizations are of central importance in many digital geometry processing algorithms. The behavior of such processing algorithms is related to the smoothness of the parameterization and how much distortion it contains. Since a parameterization ...

Keywords: compression, parameterization, rate distortion, resampling, texture mapping

Also published in:

July 2003 **Transactions on Graphics (TOG)** Volume 22 Issue 3

6 [Hierarchical triangular splines](#)

 Alex Yvart, Stefanie Hahmann, Georges-Pierre Bonneau
October 2005 **Transactions on Graphics (TOG)**, Volume 24 Issue 4

Publisher: ACM  [Request Permissions](#)



Full text available:  [Pdf](#) (8.91 MB) Additional Information: [full citation](#), [abstract](#), [index term](#)

Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 85, Citation

Smooth parametric surfaces interpolating triangular meshes are very useful for arbitrary topology. Several interpolants based on these kind of surfaces have been developed in the last fifteen years. However, with current 3D acquisition ...

Keywords: Bézier patches, G¹-continuity, Geometric modeling, arbitrary topology, splines, interpolation, local frames, multiresolution, triangular meshes




7 [Visualization of molecular quantum dynamics: a molecular visualization framework for Web3D and haptics](#)

R. Andrew Davies, Nigel W. John, John N. MacDonald, Keith H. Hughes
 March 2005 **Web3D '05**: Proceedings of the tenth international conference
Publisher: ACM  [Request Permissions](#)
 Full text available:  Pdf (1.78 MB) Additional Information: [full citation](#), [abstract](#), [references](#)
Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 64, Citation




The Department of Chemistry and the School of Informatics at the Univ
 working together to create tools for the visualization of molecular quant
 presents the results of our initial work. A prototype Molecular ...

Keywords: VRML, haptics, molecular quantum dynamics, visualization

8 [Surface modeling and parameterization with manifolds](#)



 Cindy Grimm, Denis Zorin
 July 2005 **SIGGRAPH '05**: SIGGRAPH 2005 Courses
Publisher: ACM  [Request Permissions](#)
 Full text available:  Pdf (6.69 MB) Additional Information: [full citation](#), [references](#)
Bibliometrics: Downloads (6 Weeks): 13, Downloads (12 Months): 84, Citation

9 [Large steps in cloth simulation](#)

 David Baraff, Andrew Witkin
 July 1998 **SIGGRAPH '98**: Proceedings of the 25th annual conference on
 interactive techniques
Publisher: ACM  [Request Permissions](#)
 Full text available:  Pdf (465.12 KB) Additional Information: [full citation](#), [references](#)
Bibliometrics: Downloads (6 Weeks): 21, Downloads (12 Months): 337, Citation

Keywords: cloth, constraints, implicit integration, physically-based mo



10 [Silhouette rendering based on stability measurement](#)

 John Brosz, Faramarz Samavati, Mario Costa Sousa
 April 2004 **SCCG '04**: Proceedings of the 20th spring conference on Comp
Publisher: ACM
 Full text available:  Pdf (877.58 KB) Additional Information: [full citation](#), [abstract](#), [references](#)
Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 28, Citation

A better silhouette for a mesh can be rendered if we take into account t
 outside the current silhouette. Using the dot product between the normi
 can measure this stability. This gives us two ...



Keywords: non-photorealistic rendering, quality silhouette extraction, :
 coherence

11 [Pictographic matching: a graph-based approach towards a language exploitation platform](#)




 Mark A. Walch, Donald T. Gantz
 November 2004 **HDP '04**: Proceedings of the 1st ACM workshop on Hardco
Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (986.90 KB)Additional Information: [full citation](#), [abstract](#), [request permissions](#)**Bibliometrics:** Downloads (6 Weeks): 7, Downloads (12 Months): 27, Citation

In this paper, we introduce the concept of Pictographic Matching as a to across multiple languages. The primary technology supporting Pictograp based pattern matching to detect the *signature* ...

Keywords: OCR, OWR, optical character recognition, optical word reco**12** [Stylized rendering of 3D scanned real world environments](#) [Hui Xu, Baoquan Chen](#)June 2004 **NPAC '04:** Proceedings of the 3rd international symposium on and rendering**Publisher:** ACM  [Request Permissions](#)Full text available:  Pdf (1.14 MB)Additional Information: [full citation](#), [abstract](#), [request permissions](#)**Bibliometrics:** Downloads (6 Weeks): 11, Downloads (12 Months): 68, Citation



This paper presents an interactive non-photorealistic rendering (NPR) sy outdoor scenes captured by 3D laser scanning. In order to deal with the inherent incompleteness of data obtained from outdoor ...

Keywords: 3D scanning, interactive 3D graphics, multi-resolution, non point-based rendering**13** [Line drawings from volume data](#) [Michael Burns, Janek Klawe, Szymon Rusinkiewicz, Adam Finkelstein, Doug](#)
July 2005 **SIGGRAPH '05:** SIGGRAPH 2005 Papers**Publisher:** ACM  [Request Permissions](#)Full text available:  Mov (25:10 MIN),  Pdf (609.28 KB) Additional Information: [full citation](#), [abstract](#), [request permissions](#), [index file](#)**Bibliometrics:** Downloads (6 Weeks): 46, Downloads (12 Months): 169, Citation

Renderings of volumetric data have become an important data analysis from medicine to scientific simulation. We propose a volumetric drawing sparse linear features, such as silhouettes and suggestive ...


Keywords: NPR, isosurface, silhouettes, suggestive contours, visualiza

Also published in:

July 2005 **Transactions on Graphics (TOG)** Volume 24 Issue 3**14** [Sketch-based modeling with few strokes](#) [Joseph Jacob Cherlin, Faramarz Samavati, Mario Costa Sousa, Joaquim A. .](#)
May 2005 **SCCG '05:** Proceedings of the 21st spring conference on Comp**Publisher:** ACMFull text available:  Pdf (638.28 KB)Additional Information: [full citation](#), [abstract](#), [request permissions](#)**Bibliometrics:** Downloads (6 Weeks): 24, Downloads (12 Months): 135, Citation

We present a novel sketch-based system for the interactive modeling of objects using just a few strokes. Our technique is inspired by the tradition of depicting 3D forms where the basic geometric forms ...




Keywords: free-form surfaces, sketch-based interfaces/modeling

- 15** [Holographic Video Display of Time-Series Volumetric Medical Data](#)
 Wendy Plesniak, Michael Halle, Steven D. Pieper, William Wells III, Marianr
 Stephen A. Benton, Charles R. G. Guttman, Ron Kikinis
 October 2003 **VIS '03**: Proceedings of the 14th IEEE Visualization 2003 (VI
Publisher: IEEE Computer Society
 Full text available:  [Pdf](#) (368.10 KB) Additional Information: [full citation](#), [abstract](#), [re](#)

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 57, Citation


We describe an animated electro-holographic visualization of brain lesions in multiple sclerosis. A research case study is used which documents the lesions in a series of magnetic resonance imaging (MRI) ...

Keywords: electro-holography, holographic video, computer generated display, medical imaging

- 16** [Measuring and predicting visual fidelity](#)
 Benjamin Watson, Alinda Friedman, Aaron McGaffey
 August 2001 **SIGGRAPH '01**: Proceedings of the 28th annual conference on
 interactive techniques
Publisher: ACM  [Request Permissions](#)
 Full text available:  [Pdf](#) (616.16 KB) Additional Information: [full citation](#), [abstract](#), [re](#)
Bibliometrics: Downloads (6 Weeks): 17, Downloads (12 Months): 68, Citation

This paper is a study of techniques for measuring and predicting visual fidelity. We use polygonal models, and vary their fidelity with two different model simplification techniques. We also group the stimuli into two object types: ...

Keywords: human vision, image quality, model simplification, naming

- 17** [CPR: curved planar reformation](#)
 Armin Kanitsar, Dominik Fleischmann, Rainer Wegenkittl, Petr Felkel, Meisl
 October 2002 **VIS '02**: Proceedings of the conference on Visualization '02
Publisher: IEEE Computer Society
 Full text available:  [Pdf](#) (2.29 MB) Additional Information: [full citation](#), [abstract](#), [re](#)
Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 25, Citation

Visualization of tubular structures such as blood vessels is an important way to display tubular structures for diagnostic purposes is to generate a centerline in order to show their lumen, wall, and surrounding ...

Keywords: computed tomography angiography, curved planar reformat

18 [DAB: interactive haptic painting with 3D virtual brushes](#)



Bill Baxter, Vincent Scheib, Ming C. Lin, Dinesh Manocha

August 2001 **SIGGRAPH '01**: Proceedings of the 28th annual conference on interactive techniques

Publisher: ACM [Request Permissions](#)

Full text available: [Pdf](#) (10.82 MB) Additional Information: [full citation](#), [abstract](#), [references](#)

Bibliometrics: Downloads (6 Weeks): 16, Downloads (12 Months): 72, Citation

We present a novel painting system with an intuitive haptic interface, a vehicle for interactively creating painterly works. We introduce a deformable brush that gives the user natural control of complex brush ...

Keywords: Human Computer Interaction, deformable brush model, haptic

19 [Photorealistic hair modeling, animation, and rendering](#)



Nadia Magnenat-Thalmann

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM [Request Permissions](#)

Full text available: [Pdf](#) (17.68 MB) Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 17, Downloads (12 Months): 152, Citation

20 [Environment matting and compositing](#)

Douglas E. Zongker, Dawn M. Werner, Brian Curless, David H. Salesin

July 1999 **SIGGRAPH '99**: Proceedings of the 26th annual conference on interactive techniques

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: [Pdf](#) (1.76 MB) Additional Information: [full citation](#), [references](#)

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 64, Citation

Keywords: alpha channel, augmented reality, blue spill, blue-screen matting, transparency, environment map, environment matte, image-based rendering, design, reflection, refraction

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